

ABOUT

Let me introduce myself.



I'm passionate about board games and video games, and have been developing the latter for about 5 years. My interests primarily lie in implementing and maintaining gameplay systems and tools.

PROFILE

FULLNAME:

Nilesh Krishnan

EMAIL:

niluk93@gmail.com

CURRENT ROLE:

Programmer, A44 Games

BIRTH DATE:

21 November 1993

SKILLS

PROFICIENT :

C++

C#

Unreal Engine

Gameplay

UI

FAMILIAR :

Java

Unity Engine

Tools

Work Experience



A44 Games

September 2019 – Present

Programmer

At A44 Games, I am working on an unannounced title as a programmer.

UNANNOUNCED PROJECT (2 MONTHS).

UNREAL ENGINE - C++

TARGET PLATFORMS - TBA

- Working as a gameplay and AI programmer for the project.



Sumo Video Games

July 2016 – September 2019

Game Programmer

At Sumo digital, I have worked on multiple projects spanning a wide array of platforms and taken up responsibilities across various levels of seniority.

UNANNOUNCED PROJECT (9 MONTHS).

UNREAL ENGINE - C++

TARGET PLATFORMS - 

- Worked as part of the gameplay 3Cs team to develop the camera systems.
- Created various gameplay mechanics to be used by designers to set up micro-experiences in the game for the player.
- Developed a robust save game system to be used by the entire game, along with cloud save and sync support.

TEAM SONIC RACING (11 MONTHS).

CUSTOM ENGINE - C++

TARGET PLATFORMS -     

- Developed multiple racing game modes for the game.
- Worked on surfaces that blends various car handling effects when a racer moves between two surfaces.
- Updated the engine's UI tools to add support for rendering 3D models to the UI.

SNAKE PASS (1 MONTH).

UNREAL ENGINE - C++

TARGET PLATFORMS -  

- Worked on creating a localised Japanese build for the game.
- Responsible for managing the build machine and delivering the builds on PS4 and Switch.

HUMAN FALL FLAT (2 MONTHS).

UNITY - C#

TARGET PLATFORMS -   

- Lead the development team in the Indian studio.
- Developed a library that handled platform specific functionality for Input, Save System, Achievements, Users and Game Events.
- Wrote the game's voice chat system for PS4.

UNANNOUNCED PROJECT (1 YEAR 2 MONTHS).

UNREAL ENGINE - C++

TARGET PLATFORMS -    

- Responsible for developing the game's economy and loot system.
- Developed the system to handle 2D contextual UI in 3D world space, along with networking support.
- Wrote an editor script to replace/remove all references to a variable or a function call in blueprints.



PurpleTalk

Jan 2014 – Feb 2016

Software Engineer

At PurpleTalk, I worked on multiple projects on mobile platforms. I owned and delivered many of the games' major features.

RIDE 'EM RIGBY (2 MONTHS).

UNITY - C#

TARGET PLATFORMS -  

- Optimized the existing game code in order to provide support for low end devices.
- Fixed a lot of bugs to ensure stable build.

STAR TREK - TREXELS (1 YEAR 10 MONTHS)

UNITY - C#

TARGET PLATFORMS -  

- Developed the game AI and the exploration half of the gameplay.
- Created tools to help designers set up the in-game content.
- Wrote the networking code for a post-release multiplayer update.

Education



Backstage Pass - Institute of Gaming and Technology
Jawaharlal Nehru Technological University

Aug 2011 - March 2015

Bachelor of Technology

- Made multiple small scale projects with batchmates from the art and design courses.
- Worked on a 2D game engine with a classmate, using the SFML graphics library.

Personal Projects



Match Three Game

A simple match three game that I made over a week.

SDL LIBRARY - C++

- Wrote a wrapper over SDL to handle rendering, inputs and updates.
- Demonstrates an understanding of core C++ concepts, such as templates, function pointers, STL and inheritance.



SAGE Engine

A 2D game engine that I developed during college in collaboration with a classmate.

SFML LIBRARY, SPINE 2D, TILED EDITOR, C++

- Wrote support to create, load and unload a scene in the engine.
- Added support for 2D skeletal mesh animation using Spine 2D.
- Added support for particle systems.
- Created a few test scenes that demonstrates the use of tile maps, spine animations, sprites and resource managers.